# SEGA



**OWNER'S MANUAL** 

UPRIGHT TYPE

Owner's Manual

SEGA ENTERPRISES, INC.

# $\underline{\mathtt{T}} \ \underline{\mathtt{A}} \ \underline{\mathtt{B}} \ \underline{\mathtt{L}} \ \underline{\mathtt{E}} \qquad \underline{\mathtt{O}} \ \underline{\mathtt{F}} \qquad \underline{\mathtt{C}} \ \underline{\mathtt{O}} \ \underline{\mathtt{N}} \ \underline{\mathtt{T}} \ \underline{\mathtt{E}} \ \underline{\mathtt{N}} \ \underline{\mathtt{T}} \ \underline{\mathtt{S}}$

INTRODUCTION OF THE O	WNER'S MA	NUAL 1
HANDLING PRECAUTIONS		
PREVENTION OF COUNTER	FEITING A	ND CONVERSION 2
PRECAUTIONS CONCERNING	G THE PLA	CE OF INSTALLATION 3
NAME OF PARTS		4
STEERING HANDLE VR AD	JUSTMENTS	5
REMOVING THE ACCELERA	TOR / BRA	KE UNIT 6
ADJUSTING THE VR		6
MONITOR ADJUSTMENTS .	• • • • • • • • •	7
SERVICE SWITCHES	• • • • • • • •	8
TEST MODE		9
IC BOARD	• • • • • • • •	20
ROM LOCATIONS	• • • • • • • •	21
PARTS LIST	• • • • • • • •	22
WIRING DIAGRAM		40
ADJUSTMENT INSTRUCTION	vs	
	+ cpn'cr	
TNOMALI AMION CDACE		FICATIONS *
- INSTALLATION SPACE		900mm(35.4")(D) x 630mm(25.2")(W)
- HEIGHT		1890mm(74.4")
- POWER	:	140 Watt
- C.R.T.	:	19 INCH
- WEIGHT	•	120Kg(266 7 lbs)

# INTRODUCTION OF THE OWNER'S MANUAL

SEGA ENTERPRISES, LTD., supported by its high electronic technology of LSIs, microprocessors, etc. and a wealth of experience, has for more than 30 years been supplying various innovative and popular game machines to the world market. This OWNER'S manual is intended to provide detailed comments together with all the necessary information covering the operation in general of electronic assemblies, electromechanicals servicing control, spare parts, etc. as regards the RAD MOBILE U/R a new SEGA product. The manual is intended for those who have knowledge of electricity and technical expertise especially in ICs, CRTs, microprocessors, etc. Carefully read so as to acquire sufficient knowledge before working on the machine. Should there be a malfunction, non-technical personnel should under no circumstance touch the interior system.

# HANDLING PRECAUTIONS

When installing or inspecting, be very careful of the following points and pay attention to ensure that the player can enjoy the game safely.

- O Be sure to turn the power off before working on the machine.
- O To insert or pull out the plug quickly is dangerous.
- O It is necessary to make sure that the power cord or the grounding wire is not exposed on the road, etc. in a manner so as to be dangerous. Make sure that grounding connections are made safely at the position where so specified.
- O Do not use any fuse that does not meet the specified rating.
- O Make complete connections for the IC board and other connecters. Insufficient insertion is very dangerous.

Also, for the IC board circuit inspections, only the logic tone is allowed. The use of a tester is not permitted, so be careful in this regard. After confirming that there are no irregularities, turn the power ON.

# PREVENTION OF COUNTERFEITING AND CONVERSION

#### LABELLING

To prevent counterfeits and conversions, the following labels are put on all the SEGA products. When handling such goods, be sure to confirm the labels. They are used to prevent illegal acts such as the unauthorized copying of the products and the printed circuit boards thereof or carrying on business by manufacturing similar merchandise or by converting, selling or using such products or printed circuit boards.

#### ORIGINAL SEAL

The following seal is put on the machines manufactured by SEGA.

#### LICENSE SEAL

The following seal is put on the kits, such as the printed circuit boards, of SEGA products.





#### COPYRIGHT NOTICE

This SEGA product has the copyright notice as follows :

#### © SEGA 1991

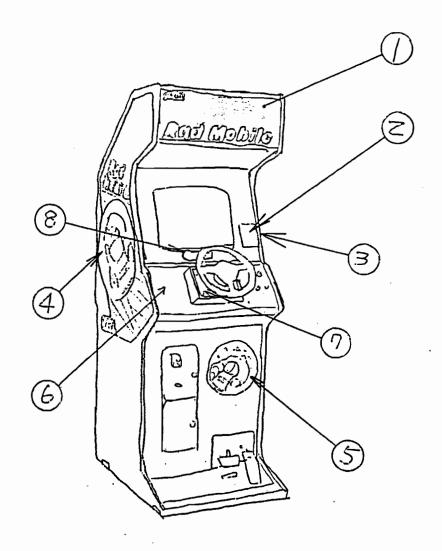
This signifies that this work was disclosed in 1991 and is the property of SEGA ENTERPRISES, LTD.

# PRECAUTIONS CONCERNING THE PLACE OF INSTALLATION

The RAD MOBILE U/R is an indoor game machine. Absolutely do not install it outside. Even indoors, avoid installing in places mentioned below so as to ensure proper usage:

- O Places subject to rain or water leakage, or condensation due to humidity.
- O In the proximity of an indoor swimming pool and/or shower.
- O Places subject to direct sunlight.
- O Places subject to heat sources from heating units, etc., or hot air.
- O Vicinity of highly inflammable/volatile chemicals or hazardous matter.
- O Sloped surfaces.
- O Vicinity of anti-disaster facilities such us fire exits and fire extinguishers.
- O Places subject to any type of violent impact.
- O Dusty places.

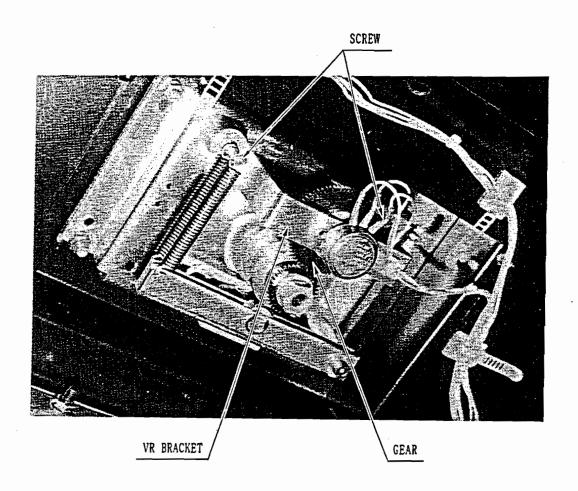
	AC120V	AC220V	AC240V
RATED CURRENT	2 A	1 A	1 A



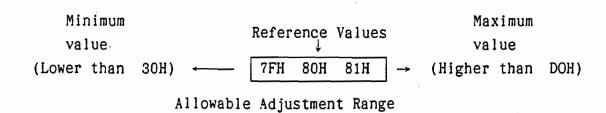
ITEM NO.	PART NO.	DESCRIPTION	NOTE
ì	423-0156	DESIGN PLATE RAD MOBILE U/R	
2	422-0365	PLAY INSTR SH RAD MOBILE U/R	
3	421-7828	STICKER RAD MOBILE U/R L	
4	421-7827	STICKER RAD MOBILE U/R R	
5	421-7829	STICKER RAD MOBILE U/R S	
6	RDM-2101Y-C	CONTROL PANEL SHEET	
7	RDM-2101-D	STICKER CONT PANEL	
8	422-0373-01	SUBPLAY INST STICKER RDM ENG NEW	

# STEERING HANDLE VR ADJUSTMENTS

VR adjustments will be made in the TEST MODE's INPUT TEST screen.

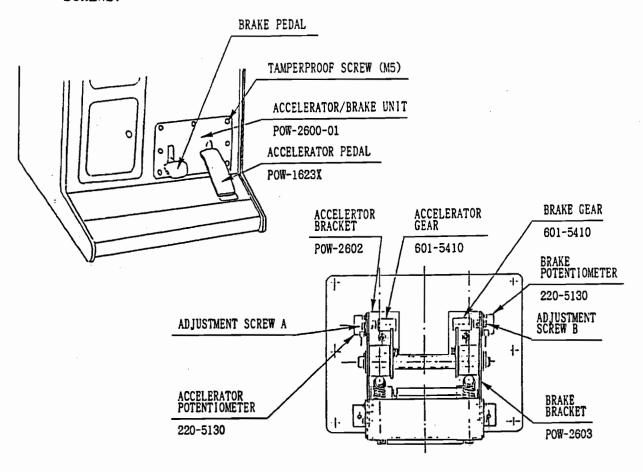


Loosen the 2 SCREWS (M  $4\times8$ ) of the VR BRACKET turn GEAR, and make sure that the on-screen numerical value becomes approximately 80H. When loosening the screws, adjust the gear backlash.



# REMOVING THE ACCELERATOR / BRAKE UNIT AND ADJUSTING THE VR

To remove the accelerator/brake unit, take off the 7 M5 TAMPERPROOF SCREWS.



Adjusting the Accelerator/Brake

Make adjustments of the Accelerator/Brake by using the following procedure:

- Perform the V.R. numerical adjustments in the test mode's INPUT TEST screen.
- ① Loosen SCREW A of VR BRACKET, turn GEAR A and make sure that the on-screen numerical value becomes approximately 20H.

  When fastening the screw, adjust the gear becklash.
- ② Then, loosen SCREW B, turn GEAR B and make time adjustments to  $20 \mathrm{H} \pm 4$ .

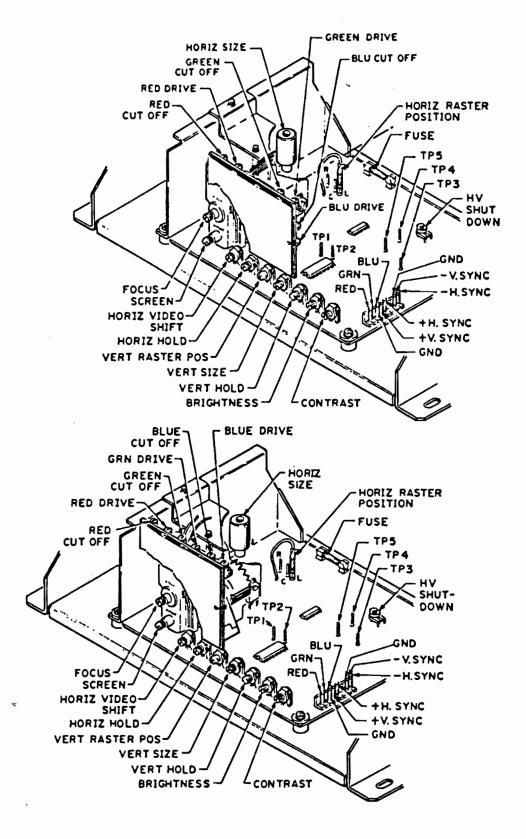
ACCELERATOR Reference value

$$\downarrow$$
 (OVER H)

1CH 1DH 1EH 1FH 20H 21H 22H 23H 24H  $\rightarrow$  Maximum

BRAKE

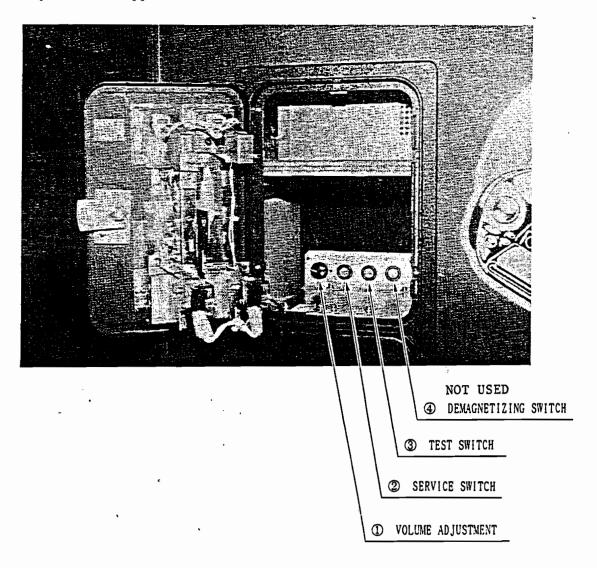
Allowable adjustment range (OVER H)



# **MONITOR ADJUSTMENTS**

# SERVICE SWITCHES

Open the COIN CHUTE DOOR, and the following SERVICE SWITCHES' layout will appear:



1	VOLUME ADJUSTMENT	Used for adjusting the volume of
	•	the speaker.
2	SERVICE SWITCH	Used for the purpose of servicing
		and increasing the credits without
	•	registering on the meter (this
		allows you to check the game).
3	TEST SWITCH	For the operation of this switch,
	•	see SELF-TEST.
4)	DEMAGNETIZING SWITCH	Not Used

## TEST MODE

This test mainly checks the operation of game PCB's, discovers defects if any, and also checks monitor colors and audio quality. In addition, the test indicates Coin mode and has a Bookkeeping function.

- Selection of test ITEMS
- (1) Push the TEST SW to cause the following TEST ITEM MENU to appear:

Test mode
Individual

Bookkeeping
Game & system setting
Coin assignment
Input test
Output test
Motor test
Memory test
Backup RAM clear
> Exit

Select by SERVICE and push TEST

- (2) By pushing the SERVICE SW, bring the arrow mark ">" to the desired item and press the TEST button.
- (3) When the test has been completed, bring ">" to EXIT and push the TEST button.

Bring ">" to "INDIVIDUAL" and push the TEST button to change it to "CONTINUE."

Bringing ">" to "CONTINUE" and pushing the TEST button without pressing the SERVICE button will change the screen sequentially.

#### 1 Bookkeeping

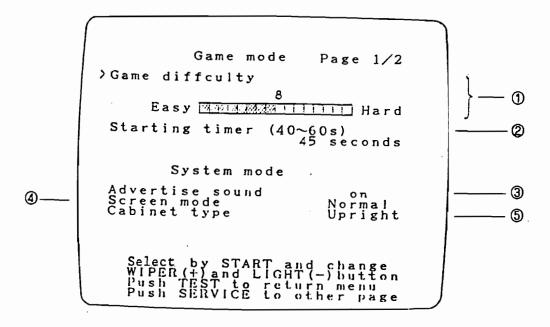
- ① Usage frequency of each COIN CHUTE
- ② Total COIN CHUTE usage frequency
- ③ Usage frequency of each SERVICE SW.
- Total credits

Press the SERVICE SW button to display the following:

Machine's total energized time

# 2 Game&system setting

Game difficulty adjustment and the cabinet type are displayed.



- ① Game difficulty Normally, 8
- ② Play times setting Normally, 45 sec.
- 3 Advertise sound
  Normally, on
- Type of Screen mode Normally, Normal
- ⑤ Type of Cabinet Normally, Upright

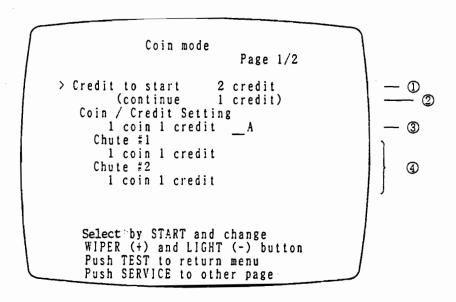
Press the START button, bring the ">" to the item for which you desire to make a change, and then change the numerical value by using either the WIPER SW. or the LIGHT SW.

- 6 Rival car speed Normally, 8
- ⑦ Police car speed Normally, 8

Press the START button, bring the ">" to the item for which you desire to make a change, and then change the numerical value by using either the WIPER SW. or the LIGHT SW.

### 3 Coin assignment

Shows the number of credit(s) to start, and number of credit(s) to CONTINUE.



- Number of credit(s) to start
- Refers to the number of credits CONTINUE.
- 3 Twenty seven kinds of standard coin modes can be selected.
- 4 Displays the COIN modes for COIN CHUTE#1 and #2

By pressing the START button, select the desired item, and the numeral can be increased or decreased by using either the WIPER SW, or the LIGHT SW.

Press the SERVICE button, and the following screen will appear (this is applicable in cases other than standard COIN modes).

Coin mode

Page 2/2

Coin to credit

1 coin 1 credit

8

Bonus Adder

(No bonus adder)

Coin chute#1 Multiplier

1 Coin counts as 1 coin

coin 123456789

credit 123456789

Coin chute#2 Multiplier

1 Coin counts as 1 coin

coin 123456789

credit 123456789

credit 123456789

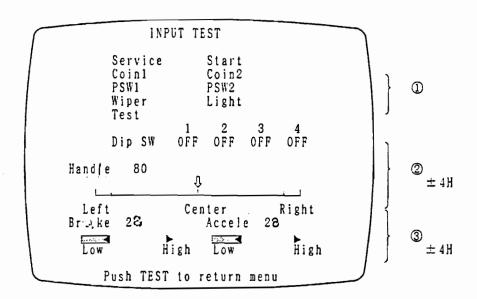
credit 123456789

Select by START and change
WIPER (+) and LIGHT (-) button
Push TEST to return menu
Push SERVICE to other page

- Increase and decrease in numerals
- 5 The number of coins required for one credit.
- 6 Lets you choose from various kinds of bonuses or no bonus.
- The number of coins each counts as in the coin chute#1.
- The number of coins each counts as in the coin chute#2.

## 4 Input test

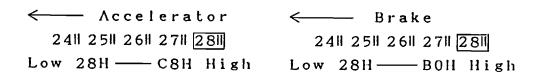
Indicates the condition of each switch and POTENTIOMETER.



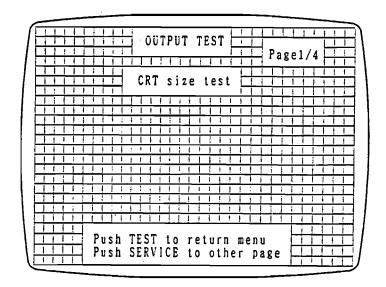
- ① Indicates the condition of each switch. Operate each switch. When the "OFF" condition is changed to "ON," the corresponding switch is in good working order.
- ② It is satisfactory if data values increase (higher than 30) when the steering wheel is moved to the right, decrease(lower than 30) when it is moved to the left, and indicate "80H" when released.

7CH 7DH 7EH 7FH 
$$80H$$
 81H 82H 83H 84H Standard value

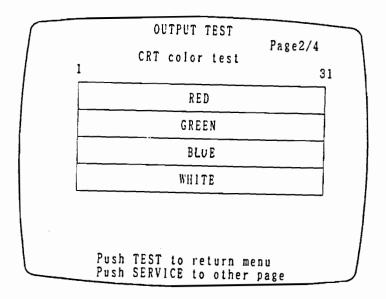
③ If the data value increases when pressure is applied to the accelerator's or brake's pedal, it tests out satisfactorily.



- 5 Output test
  - (1) C. R. T. TEST
    - Monitor adjustment check



Checks the C. R. T. position Make sure that the on-screen corners are consistent and then make size adjustments. 2 RGB color check



The color becomes brighter from the left to the right.

# ③ Brightness check

Becomes brighter from the left (black) to the right (white).

## (2) SOUND TEST

OUTPUT TEST

Page 3/4

SOUND TEST

1 /

Select WIPER (+) and LIGHT (-)
Push START to listen music
Push TEST to return menu
Push SERVICE to other page

Pushing WIPER SW. increases the number and pushing LIGHT SW. decreases the number.

Push the START SW. when the desired number is shown.

#### (3) LAMP TEST

OUTPUT TEST
Page 4/4

Lamp check

START
LIGHT
WIPER

Push TEST to return menu
Push SERVICE to other page

The LIGHT, WIPER and START LAMP will flash.

#### 6 Memory test

Check the PCB's MEMORY ICs.

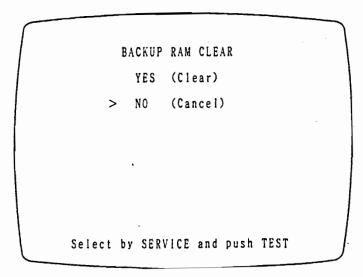
When the IC is in good operating condition, "GOOD" will be indicated.

If there exists any malfunctioning of the IC's, "BAD" will be indicated.

			!	MEMORY	TEST				
	<b>‡</b>	*	*	ROM	TEST	*	*	*	
	1 C	2 3	_	GOOD GOOD	10	38	GO	0 D	
	<b>‡</b>	‡	<b>‡</b>	RAM	TEST	*	*	*	
	1 C I C I C I C I C I C	16 3 6 6 6 7	7 2 4 6 9	GOOD GOOD GOOD GOOD GOOD GOOD GOOD	1 C 1 C 1 C 1 C 1 C	36 61 63 65 68 70 74	GO GO GO GO	O D O D O D O D	
	Pus	sh '	TE	ST to	retur	n me	n u		 

### 7 Backup RAM clear

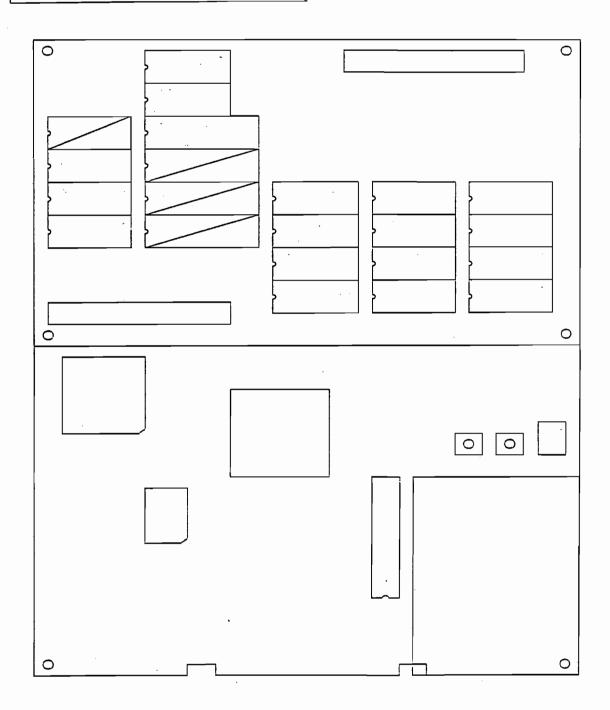
The BOOKKEEPING data can be cleared. When clearing, bring ">" to "YES" and when not clearing, to "NO," by using the SERVICE SW, and then push the TEST button.



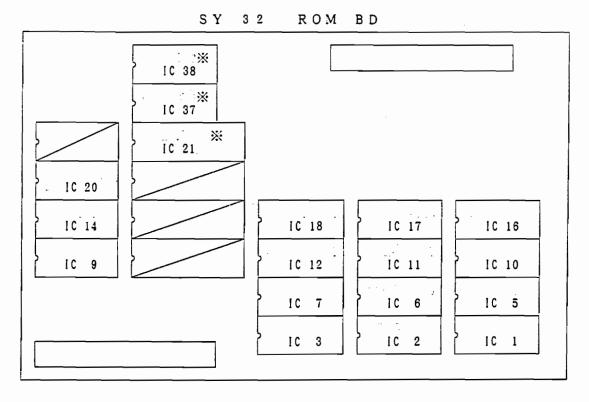
IC BOARD

833 - 7738 -  $\sim$  GAME BD RAD MOBILE  $\sim$ 

USA	VERSION		
000 7700 01/	837-7428	MAIN	BD
833-7738-01	834-7739-01	ROM	BD



# ROM LOCATIONS

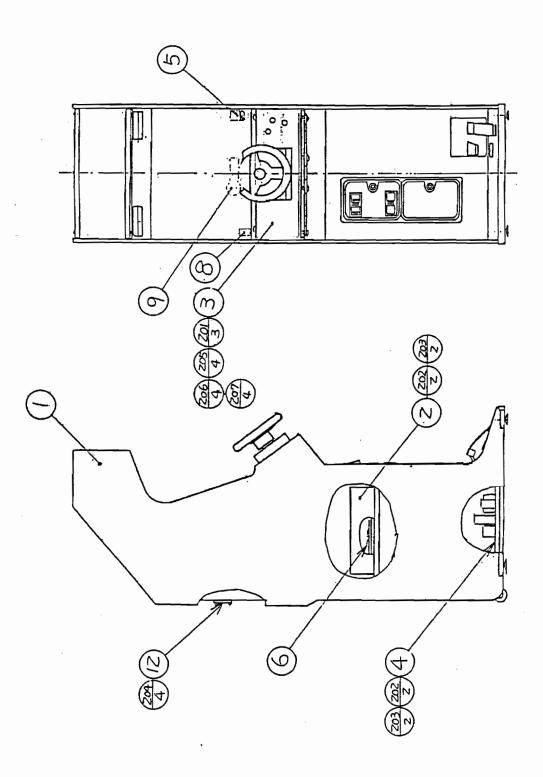


			RAD	М	OBILE		
10	LOC	ATION	RO	M	NUMBER		MAIN WORK
1 2 3 4 5 6 7 8	I C I C I C I C I C I C	1 5 10 16 2 6 11	MPF MPF MPF MPF MPF MPF	R-13 R-13 R-13 R-13 R-13 R-13	512 513 514 515 516 517	8 M 8 M 8 M 8 M 8 M 8 M 8 M 8 M 8 M	OBJECT
9 10 11 12	1 C 1 C 1 C 1 C	3 7 12 18	MPR MPR	-13 -13 -13	520 521	2 M 2 M 2 M 2 M	SCROLL
13 14 15	1 C 1 C 1 C	9 14 20	EPR	-13 -13 -13	523	1 M 4 M 4 M	SOUND
16 17 18	1 C 1 C 1 C	37 38 21	EPR-13691 EPR-13692 EPR-13690		EPR-13694 EPR-13695 EPR-13693	4 M 4 M 1 M	MAIN PROGRAM
	OARD ART	NO.	USA ROM BD 834-7739-01				

<sup>\*</sup>Rom Numbers subject to change without notice

PARTS LIST

TOP ASSY RAD MOBILE U/R USA (RDM-00001) (D-1/3)

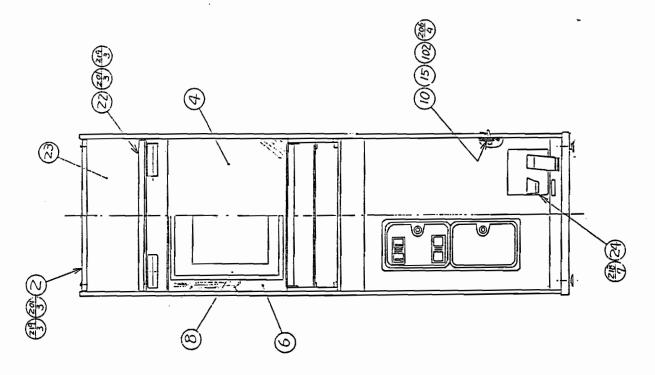


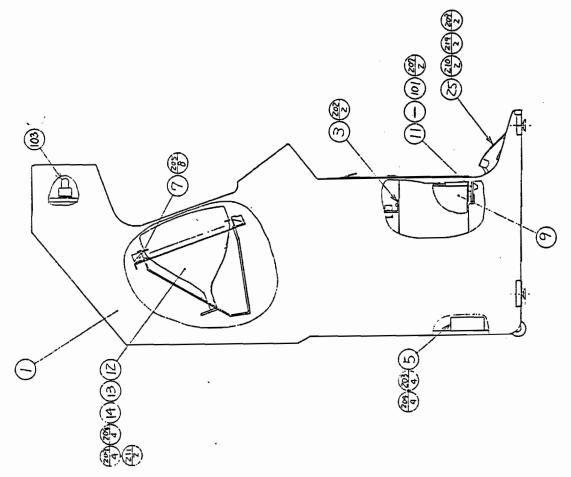
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	RDM-10001	ASSY CABINET U/R	<b>(4)</b>
2	RDM-0120	ASSY SHIELD CASE U/R	(2,5)
3	RDM-20001	ASSY CONTROL PANEL	(B)
4	RDM-40001	ASSY PWR SPLY U/R	
5	422-0365	PLAY INSTR SH RAD MOBILE U/R	
6	833-7738-01	GAME BD RAD MOBILE USA	
7	SGM-3640	POLYETHYLENE COVER HN UPRIGHT	
8	421-5800-142	ORIGINAL SEAL RAD MOBILE	
9	422-0373-01	SUBPLAY INST STICKER RDM ENG. NEW	
10	421-7835-01	ADJUST INSTR SH RAD MOBILE U/R	
11	421-6594	STICKER SERIAL NO INFO	
12	117-5123	NAME PLATE ELEC SPEC USA	
13	421-6120	STICKER SEGA USA	
14	999-0047	FCC PLATE	
		·	
201	009-0816	TMP PRF SCR BH M8×16	
202	000-0530-S	M SCR PH W/S M5×30	
203	069-0001	FLT WSHR 5.5-20×1.6	
204	0460001	SCR NAIL THH STNLS 1.5×16	
205	0390099	CRG BLT BLK M6×25	
206	051-0006	FLG NUT M6	
207	069-0002	FLG WSHR 6.5-19×1.2	

# TOP ASSY RAD MOBILE U/R USA (RDM-00001)

•		_	/1
- 1	1 )	_ <	/ < 1
٠,	$\boldsymbol{L}$	·	, ,

PART NO.	DESCRIPTION	NOTE
601-6604-30	CARTON BOX 30	
420-5976-02	OWNERS MANUAL RAD MOBILE U/R ENG	
1039-1	SCHEMATIC DIAGRAM SEGA RAD MOBILE U/R EXPORT	-
540-0006-01	WRENCH FOR TAMP PRF SCR DUAL TYPE M4	
540-0007-01	WRENCH FOR TAMP PRF SCR DUAL TYPE M5	
540-0009-01	WRENCH FOR TAMP PRF SCR DUAL TYPE M8	
220-5130	VOL CONT B-5K OHM	
POW-2615	EXT SPRING	
280-5139	RUBBER GROMMET	
	·	
	601-6604-30 420-5976-02 1039-1 540-0006-01 540-0007-01 540-0009-01 220-5130 POW-2615 280-5139	CARTON BOX 30  420-5976-02 OWNERS MANUAL RAD MOBILE U/R ENG  1039-1 SCHEMATIC DIAGRAM SEGA RAD MOBILE U/R EXPORT  540-0006-01 WRENCH FOR TAMP PRF SCR DUAL TYPE M4  540-0007-01 WRENCH FOR TAMP PRF SCR DUAL TYPE M5  540-0009-01 WRENCH FOR TAMP PRF SCR DUAL TYPE M8  220-5130 VOL CONT B-5K OHM  POW-2615 EXT SPRING  280-5139 RUBBER GROMMET

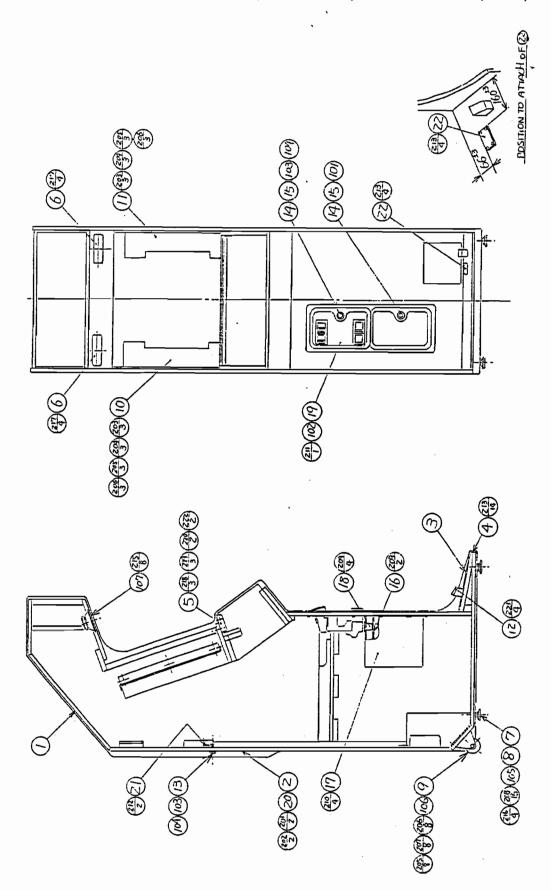




ITEM NO.	PART NO.	DESCRIPTION	- NOTE
1	RDM-1500	ASSY SUB CABINET U/R	<b>(3)</b>
2	RDM-1053	BILLBOARD HOLDER UPPER	
3	RDM-1056	SW UNIT	(100 m)
4	RDM-1052	WINDOW GLASS	7
5	RDM-1057	AC CORD UNIT	100 M
6	RDM-1051	MASK BOARD	
7	AB-0023	BRACKET, TV	<b>(III)</b>
8		TV MASK 7 20	D
9	KR-1607X	CASH BOX	
10	105-0064	BRACKET MAIN SWITCH	<u>[]o[]</u>
11	RA-1016	METER BRACKET	υσ
12	200-5090	ASSY CLR DSPL 20 TYPE	
13	280-5112	BUSH FOR TV	<b>(動)</b> )
14	280-5113	COLLAR FOR TV	9
15.	509-0049	SWITCH STOPPER 12Ø	
-			
18	421-6526	STICKER ON OFF	
19	421-6709	STICKER SERVICE INSTR ENG	
20	421-7308-02	DENOMINATION SHEET 1 GAME 2×25¢	
21	421-6671	STICKER, DANGER HIGH VOLTAGE	
22	RDM-1054	BILLBOARD HOLDER LOWER	To
23	423-0156	DESIGN PLATE RAD MOBILE U/R	FASTER
24	POW-2600-01	ASSY ACCEL & BRAKE BLACK TYPE	
25	POW-1623X	ASSY ACCEL PEDAL	
	-		

ITEM NO.	PART NO.	DESCRIPTION	NOTE
101	220-5064	MAG CNTR 6DIG DC5V W/L & D10	
102	509-5234	SW TOGGLE	4
103	390-5108-03	ASSY FL LIGHT 15W	
	12.00		
Ţ,i.,	र -विके	ZZE CON.	
	ign and		
201	029-0172	M SCR PH BLK M4×16	
202	000-0408-S	M SCR PH W/S M4×8	,
203	031-0425-B	CRG BLT BLK M4×25	·
204	0510004	FLG NUT M4	
205	0000510S	M SCR PH W/S M5×10	
206	005-3513	W SCR RH 3.5×13	
207	000-0408-FS	M SCR PH W/FS M4×8	
208	000-0530-S	M SCR PH W/S M5×30	
209	069-0001	FLT WSHR 5.5-20×1.6	
210	031-0530	CRG BLT M5×30	
211	010-0406-F	S-TITE SCR PH W/F M4×6	
212	005-3113-F	W SCR RH W/F 3.1×13	
213	006-3110	W SCR FH 3.1×10	
214	051-0005	FLG NUT M5	
•			
218	008-0520	TMP PRF.SCR TH M5×20	
219	069-0024	FLT WSHR BLK M4	
301	600-6012-01	WIRE HARN +5V	

		•	
ITEM NO.	PART NO.	DESCRIPTION	NOTE
302	600-6012-02	WIRE HARN MAIN	
303	600-6012-03	WIRE HARN SOUND	
304	600-6012-04	WIRE HARN VR.	
305	600-6012-06	WIRE HARN SHLD MAIN	
306	600-6012-07	WIRE HARN SHILD VR.	
309	SGB-4073-2	WIRE HARN MAIN SW	
310	SGB-4073-3	WIRE HARN SOUND VR EXT.	
311	SGB-4073-4	WIRE HARN FL	
312	SGB-4073-5	WIRE HARN MONITOR	
313	SGB-4073-6	WIRE HARN COIN METER	
314	SGB-4073-12	WIRE HARN EARTH	
	· ".		
	. ,	·	
_	-		
	-		
		·	
	• • •		
	-		
	• .		
		,	



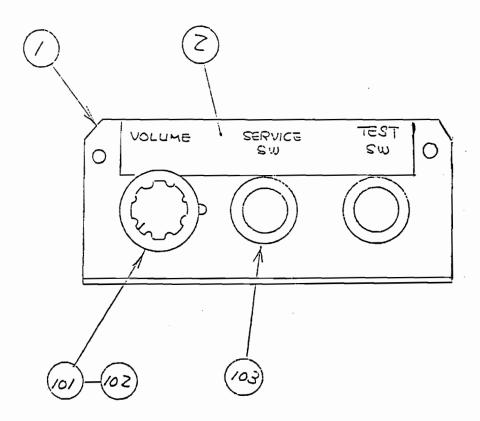
ITEM NO.	PART NO.	DESCRIPTION	NOTE-
1	RDM-1501	WOODEN CABINET	<b>S</b>
2	RDM-1502	BACK DOOR	6
3	RDM-1503	FLOOR MAT	1150
4	RDM-1504	SUPPORT BRACKET	
5	RDM-1505	MOUNTING BRACKET	0000
6	GUN-1507	GUARD PLATE	
7	TX-1704	PROTECTOR A	A.
8	TI-1079	LEG ADJUSTER BRACKET	
9	TA-1065X	NUT PLATE	<b>*</b>
10	POW-1604X	TV MOUNTING BRACKET LEFT	
11	POW-1605X	TV MOUNTING BRACKET RIGHT	
12	POW-1610	RUBBER SPACER	
13	DP-1148X	LKG TNG	0,10
14	DP-1167	TNG LKG	(c)
15	HN-1050	SPACER RING	0
16	KR-1608	LOCK BRACKET	
17	105-5106	CASH BOX COVER	
18	105-5107	CHUTE	487
16	109-0045	KEY HOLDER	)
20	117-0062	PLATE LOCK RETAINER	<b>(</b> )
21	117-5098	TNG RETAINER PLATE	اق_ق
22	KR-1611	PLATE	
101	220-5046-91	MAGNETIC LOCK W/KEYS	OUR
102	.220-5128-01	ASSY COIN CHUTE 2DOOR USA 25¢	(8)
103	220-5253	MAGNETIC LOCK MASTER W/O KEY	

ITEM NO.	PART NO.	DESCRIPTION	NOTE
104	220-5254	KEY MASTER FOR 220-5253	
105	601-0455	LEG ADJUSTER	
106	601-0391	CASTER	
	<u> </u>		
107	130-5018	SPEAKER 8Ω 10W	
			· 
201	000-0550	M SCR PH M5×50	
202	060-0005	FLT WSHR M5	
203	031-0630-B	CRG BLT BLK M6×30	
204	050-0006	HEX NUT M6	
205	060-0006	FLT WSHR M6	
206	061-0006	SPR WSHR M6	
207	030-0630	HEX BLT M6×30	
208	000-0525-FS	M SCR PH W/FS M5×25	
209	000-0408-FS	M SCR PH W/FS M4×8	
210	000-0406-S	M SCR PH W/S M4×6	
211	000-0306-F	M SCR PH W/F M3×6	
212	005-3113-F	W SCR RH W/F 3.1×13	
213	046-0001	SCR NAIL THH STNLS 1.5×16	
214	005-3110	W SCR RH 3.1×10	
215	000-0414-FS	M SCRPH W/FS M4x14	
216	059-0007	HEX NUT 3/8-16	
217	008-0416	TMP PRF SCR TH M4×16	
218	000-0525-S	M SCR PH W/S M5×25	
219	069-0001	FLT WSHR 5.5-20×1.6	
220	000-0516-FS	M SCR PH W/FS M5×16	

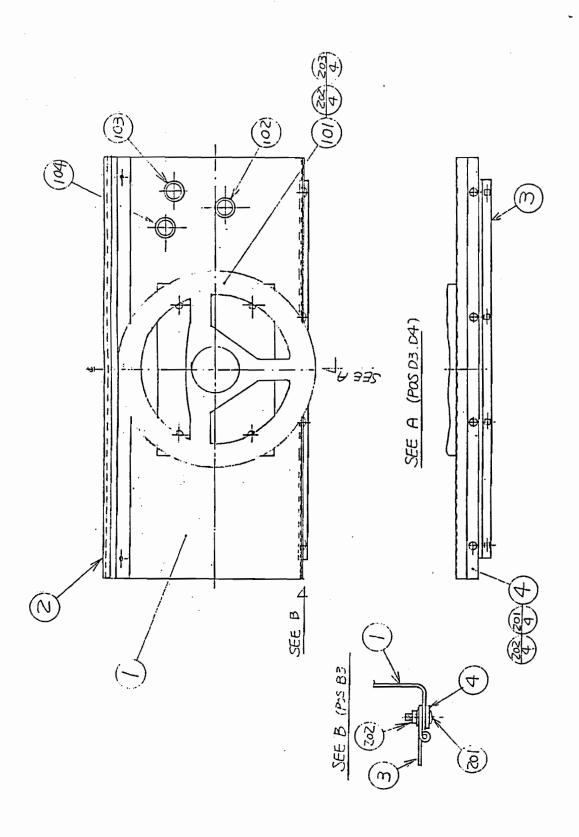
# ASSY SUB CABINET U/R (RDM-1500)

(D-4/4)

ITEM NO.	PART NO.	DESCRIPTION	NOTE _
221	0460003	SCR NAIL THH STNLS 1.5×20	
301	SGB-4073-7	WIRE HARN SP	
302	SGB-4073-8	WIRE HARN COIN SW.	
	£11	and the state of t	
	ч		
		·	
		.0	
		·	

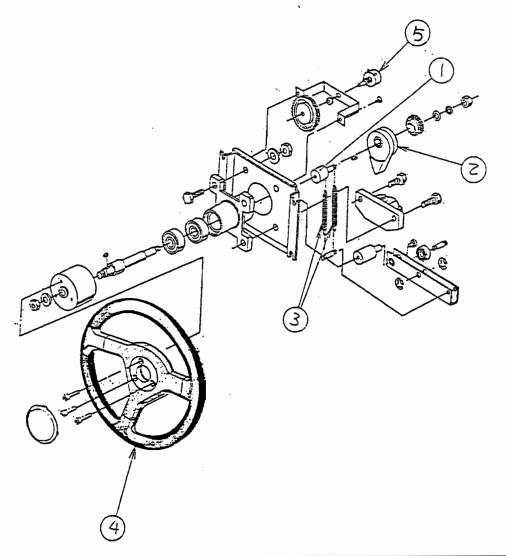


ITEM NO.	PART NO.	DESCRIPTION	NOTE -
1	KR-1060	SW BRACKET	
2	421-6481	STICKER SW	
101	220-5179	VOL CONT B-5K OHM	
102	601-0042	KNOB	
103	509-5028	SW PB 1M	
301	SGB-4073-9	WIRE HARN SW UNIT	
	:		
		14	
	.,		
	. "		·
	×		



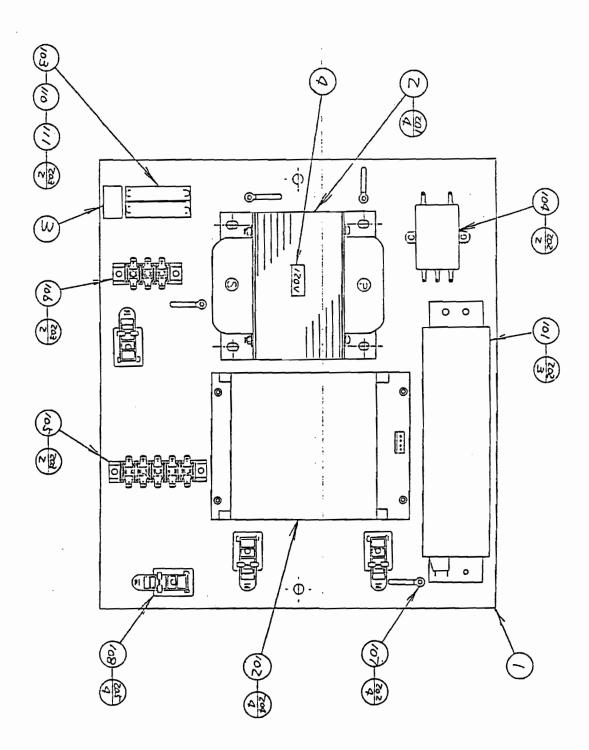
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	RDM-2101Y	CONTROL PANEL	(A)
2	ABC-1013	SASH 598 BLACK	والمست
3	RDM-2102	HINGE L=590	
4	RDM-2103	HOLDER PLATE	( <del>v o c o</del> )
101	610-0267	ASSY STEERING UNIT	600
102	509-5218	PUSH BUTTON SWITCH IT YELLOW W/LAMP	
103	509-5372	PUSH BUTTON SWITCH IT GREEN W/LAMP	
104	509-5373	PUSH BUTTON SWITCH 1T BLUE W/LAMP	
201	039-0095	CRG BLT BLK M6×15	
202	051-0006	FLG NUT M6	
203	039-0081	CRG BLT CRM M6×20	
204	090-0012	SCREW LOCK (THREE BOND 140/C-200g RED)	
205	090-0013	GREASE	
301	SGB-4073-11	WIRE HARN START SW	
302	SGB-4073-10	WIRE HARN HANDLE	
v . *	1	. · · · · · · · · · · · · · ·	
	·		
	,		
			· .

# ASSY STEERING UNIT (610-0267) (HAPP CONTROLS)

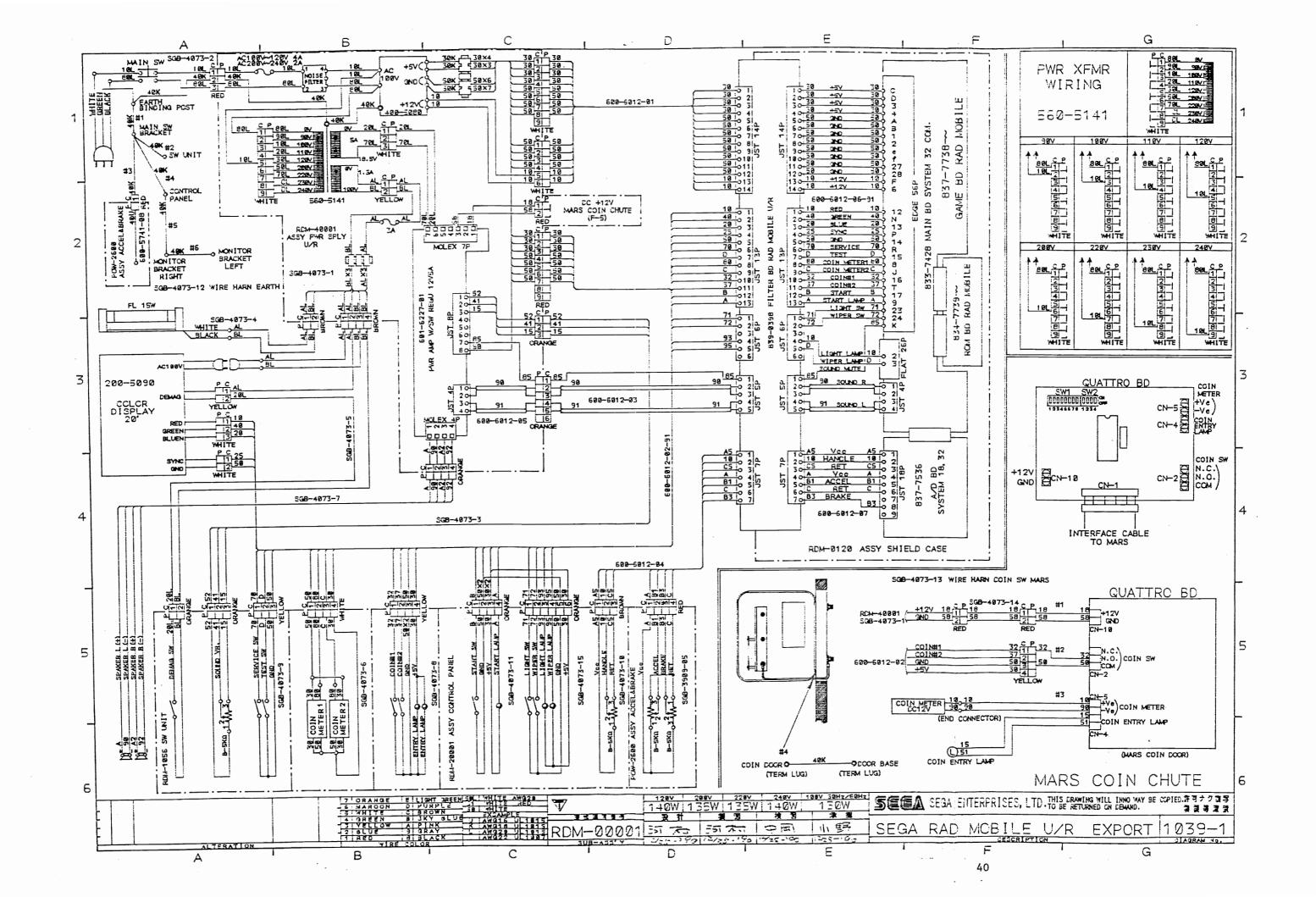


APPROVED DRAWING NO. OR CATALOG	270° Steering wheel with pot (50-8070-00)
PART NO. AND MAKER'S NAME	HAPP CONITROLS社 (U.S.A)

ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	123-5076	SPRING HOLDER SHAFT (HAPP CONTROLS 50-8365-00)	
2	601-6699	CAM (HAPP CONTROLS 50-8366-00)	
3	125-5095	EXT SPRING (HAPP CONTROLS 50-8143-00)	
4	109-5020	3-SPOKE (HAPP CONTROLS 50-8125-00)	
101	220-5361	VOL CONT 5K OHM (HAPP CONTROLS 50-8056-00)	



		<u> </u>	
ITEM NO.	PART NO.	DESCRIPTION	NOTE
1	RDM-4010	WOODEN BASE	
2	560-5141	PWR XFMR 90-240V 18.5V5A 100V1.5A	
3	421-7427	STICKER FUSE INSTR	137
4	421-6690-01	STICKER 120V	BOUT
101	400-5080	SW REGU AC90-240V +5V7A 12V1.5A	
102	601-6227-01	PWR AMP W/SW REGU 12V5A	√= in
- 103	514-5029-02	FUSE HOLDER 2P W/COVER	
104	270-5020	NOISE FILTER AC250V 6A	15.23
105	117-5167	TERMINAL 5P-2P×2 SHORT	_
106	117-5172	TERMINAL PLATE 3P	
107	280-0419	HARNESS LUG	
108	280-5008	CORD CLAMP Ø 15	
109	601-0460	PLASTIC TIE BELT 85mm	
110	514-5036-3	FUSE 3A · .	
111	514-5036-4	FUSE 4A	
201	000-0414-FS	M SCR PH W/FS M4×14	
202	005-3113-F	W SCR RH W/F 3.1×13	
203	005-3516	W SCR RH 3.5×16	
204	029-0173	W SCR RH 2.7×25	
205	006-3110	W SCR FH 3.1×10	
301	600-6012-05	WIRE HARN PWR AMP	
303	-SGB-4073-1	WIRE HARN PWR SPLY	



# RAD MOBILE U/R

#### ADJUSTMENT INSTRUCTION

# MANUFACTURER S RECOMMENDED SETTINGS.

# GAME&SYSTEM SETTING

Game mode

Game Difficulty

8

Setting time

60 sec.

Advertise sound

on

Screen mode

Normal

Cabinet type

Upright

### COIN ASSIGNMENT

Coin mode

Page 1/2

Credit to start

2 credit

(continue

1 credit)

Coin / Credit Setting

1 coin 1credit\_A

Coin mode Page 2/2

Coin to credit

1 coin 1credit

Bonus Adder

(No bonus adder)

Coin chute#1 multiplier

1 Coin counts as 1 coin

Coin chute#2 multiplier

1 Coin counts as 1 coin

## PROCEDURE

- 1) Press the TEST button to enter Test mode.
- Press the SERVICE button and bring the ">" to Game&System Setting.
- 3) Press the TEST button to enter Game mode.
- 4) Press the START button and bring the ">" to Game Diffculty.
- 5) By using either the WIPER button or LIGHT button change the content of the Game Diffculty.
- 6) Press the TEST button and then SERVICE button to bring the ">" to Exit
- 7) Press the TEST button to have the GAME MODE return onto the screen from the Test mode.

#### STANDARD COIN MODES

COIN/CREDIT SETTING	CHUIE \$1	CHUIE #2
1 COIN 1 CREDIT -A -B -C -D -E	1 COIN 1 CREDIT 1 COIN 1 CREDIT	1 COIN 1 CREDIT 1 COIN 2 CREDIT 1 COIN 2 CREDITS 1 COIN 3 CREDITS 1 COIN 4 CREDITS 1 COIN 5 CREDITS
1 COIM 2 CREDIIS -A -B	1 COIN 2 CRIDIIS 1 COIN 2 CREDIIS	1 COIN 2 CREDIIS . 1 COIN 5 CREDIIS
1 COIN 3 CREDITS	1 COIN 3 CREDITS	1 COIN 3 CREDITS
1 COIN 4 CREDIIS	1 COIN 4 CREDIIS	1 COIN 4 CREDIIS
1 COIN 5 CREDIIS	1 COIN 5 CREDIES	1 COIN 5 CREDIIS
1 COIN 6 CREDIIS	1 COIN 6 CREDIIS	1 COIN 6 CREDITS
2 COINS 1 CREDIT -A -B -C	2 COINS 1 CREDIT 2 COINS 1 CREDIT 2 COINS 1 CREDIT	2 COINS 1 CREDI! 1 COIN 1 CREDI! 1 COIN 2 CREDIIS
2 COINS 3 CREDIIS -A	1 COIN 1 CREDIT 2 COINS 3 CREDITS	1 COIN 1 CREDII 2 COINS 3 CREDIIS
2 COINS 3 CREDIIS -B	1 COINS 3 CREDITS 2 COINS 3 CREDITS	2 COINS 3 CREDIES 1 COIN 3 CREDIES
3 COINS 1 CREDIT	3 COINS 1 CREDIT	3 COINS 1 CREDIT
4 COINS 1 CREDIT	4 COINS 1 CREDIT	4 COINS 1 CREDIT
4 COINS 5 CREDIIS -A -B	1 COIN 1 CREDITS 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS 1 COIN 1 CREDITS 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS	1 COIN 1 CREDIT 2 COINS 2 CREDITS 3 COINS 3 CREDITS 4 COINS 5 CREDITS 1 COIN 5 CREDITS
5 COINS 2 CREDIIS	3 COINS 1 CREDIT 5 COINS 2 CREDITS	3 COINS 1 CREDII 5 COINS 2 CREDIIS
5 COINS 3 CREDIIS -A -B	2 COINS 1 CREDII 4 COINS 2 CREDIIS 5 COINS 3 CREDIIS 2 COINS 1 CREDII 4 COINS 2 CREDIIS 5 COINS 3 CREDIIS	2 COINS 1 CREDIT 4 COINS 2 CREDITS 5 COINS 3 CREDITS 1 COIN 2 CREDITS
5 COINS 6 CREDITS -A	1 COIN 1 CREDII 2 COINS 2 CREDIIS 3 COINS 3 CREDIIS 4 COINS 4 CREDIIS 5 COINS 6 CREDIIS 1 COIN 1 CREDII 2 COINS 2 CREDIIS 3 COINS 3 CREDIIS 4 COINS 4 CREDIIS 5 COINS 6 CREDIIS	1 COIN 1 CRIDII 2 COINS 2 CREDIIS 3 COINS 3 CRIDIIS 4 COINS 4 CRIDIIS 5 COINS 6 CRIDIIS 1 COIN 6 CREDII
5 COIMS 12 CREDITS	1 COIN 2 CREDITS 2 COINS 4 CREDITS 3 COINS 7 CREDITS 4 COINS 9 CREDITS 5 COINS 12 CREDITS	1 COIN 6 CREDIIS 2 COINS 12 CREDIIS
FREE PLAY	FREE PLAY	IREE PLAY

# PROCEDURE

- Press the TEST button to enter Test mode.
- 2) Press the SERVICE button and bring the ">" to Coin assignment.
- Press the TEST button to enter Coin mode.
- 4) Press the START button and bring the ">" to Coin/Credit Setting.
- 5) By using either the WIPER button or LIGHT button change the content of the Coin/Credit Setting.
- 6) Press the TEST button and then SERVICE button to bring the ">" to Exit
- 7) Press the TEST button to have the GAME MODE return onto the screen from the Test mode.